

PATENT CLAIMS

1. A game console (1) in an electronic card game system (41) comprising a power supply (3), a display (5), a processor (7), memory means (9), electronic game card reading means (11), electronic game card writing means (13), electronic game card receiving means (15), and communication means (17) for communicating with at least one other game console, the processor (7) being configured for
  - reading a first data item from an electronic game card (19, 31) at least partially inserted in the electronic game card receiving means (15), using the electronic game card reading means (11), the electronic game card (19, 31) comprising a memory (33) comprising changeable data, the changeable data comprising at least one game related attribute (35) and at least one value (37) associated thereto;
  - receiving a second data item from a second game console using the communication means (17), the data comprising at least one game related attribute (35) and at least one value associated (37) thereto;
  - generating a game result based on the first data item and the second data item in respect of the at least one game related attribute (35) and the at least one value (37) associated thereto;
  - writing at least one first new value related to the at least one game related attribute (35) to the memory (33) of the electronic game card (19, 31), using the electronic game card writing means (13);
  - transmitting at least one second new value data in relation to the at least one other game console using the communication means (17);

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-displaying, on the display (5), at least one of: the first data item, the second data item, the at least one first new value related to the at least one game related attribute (35) of the electronic game card (19, 31), at least one second new value related to the at least one game related attribute (35) related to the second game console, and a game result.

2. A game console according to claim 1, wherein the power supply (3) is one of a battery and a mains power supply.

3. A game console according to claim 1, wherein the game result is also based on a random function.

4. A game console according to claim 1, wherein at least one of the at least one first new value and at least one second new value data is decreased.

5. A game console according to claim 1, wherein the communication means (17) is arranged for at least one of wireless communication and wired communication.

6. A game console according to claim 1, further comprising game control means (23) for allowing a player to select among a plurality of game related attributes (35) and initiate a game.

7. A game console according to claim 1, further arranged to be one of handheld and stationary.

8. In an electronic game card game system, comprising at least a first game console (1) and a second game console, the first game console (1) comprising a power supply (3),  
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a display (5), a processor (7), memory means (9), electronic game card receiving means (15), electronic game card reading means (11), electronic game card writing means (13), and communication means (17) for 5 communicating with at least one other game console; -an electronic game card (19, 31) able to be at least partially inserted into the electronic game card receiving (15) means of the first game console (1), the electronic game card (19, 31) comprising a memory (33) comprising changeable data, the changeable data 10 comprising at least one game related attribute (35) and at least one value (37) associated thereto; the electronic game card (19, 21), when inserted into the electronic game card receiving means (15), being 15 configured for --allowing reading of the at least one value (37) related to the at least one game related attribute (35), using the electronic game card reading means (11); --receiving at least one new value, which new value is 20 generated by the processor (7) of the first game console (1) and which is related to the at least one game related attribute (35), using the electronic game card writing means (13).  
  
25 9. An electronic game card according to claim 8, further configured for receiving a new value from an electronic card refilling device.  
  
30 10. An electronic game card game system, comprising at least two game consoles (1) according to claim 1 and electronic game cards (19, 31) according to claim 8.

11. A game console (1) in an electronic card game system (41) comprising a power supply (3), a display (5), a 5 processor (7), memory means (9), electronic game card reading means (11), electronic game card writing means (13), electronic game card receiving means (15), and communication means (17) for communicating with at least one other game console, the processor (7) being 10 configured for

- allowing selection of a game based on time and distance between the game console (1) and at least one other game console; the game including at least two user roles, one user role intended to seek the other ones;
- 15 -receiving an indication of the role of the at least two roles the user will play in the game;
- reading a first data item from an electronic game card (19, 31) at least partially inserted in the electronic game card receiving means (15), using the electronic game 20 card reading means (11), the electronic game card (19, 31) comprising a memory (33) comprising changeable data, the changeable data comprising at least one game related attribute (35) and at least one value (37) associated thereto;
- 25 -generating a game result based on whether a distance between the game console (1) and the at least one other game console lies within a communication distance of the communication means has occurred after a predetermined point in time;
- 30 -writing at least one first new value based on the game result and related to the at least one game related attribute (35) to the memory (33) of the electronic game

card (19, 31), using the electronic game card writing means (13);

12. A game console (1) according to claim 11, wherein the 5 processor is further configured for transmitting at least one second new value data to the at least one other game console using the communication means (17).

13. A game console (1) according to claim 11, wherein the 10 power supply (3) is one of a battery and a mains power supply.

14. A game console (1) according to claim 11, wherein the 15 communication means (17) is arranged for at least one of wireless communication and wired communication.

15. A game console (1) according to claim 11, further comprising game control means (23) for allowing a player to select among a plurality of game related attributes 20 (35) and initiate a game.

16. A game console (1) according to claim 11, further arranged to be one of handheld and stationary.